We claim

1. A method for providing media streams, the method comprising the steps of:

receiving live media streams at a first path;

providing a live media stream from the first path to a client, in response to a request to provide the live media stream to the client; and

retrieving media related information and providing a non-live media stream from a second path to a client, in response to a request to provide the live media stream to the client.

2. The method of claim 1 wherein the first path comprises a data acquisition unit and a video pump.

3. The method of claim 1 wherein the second path comprises a media server and a media pump being coupled to each other by a bandwidth limited link.

4. The method of claim 1 wherein the media related information comprises portions of the non-live media stream.

5. The method of claim 1 wherein the non-live media stream is MPEG compliant.

6. The method of claim 1 wherein the non-live media stream is a trick mode media stream.

7. The method of claim 1 further comprising a step of providing a live media stream from the first path to a client, in response to a request to provide a slightly delayed media stream to the client.

8. The method of claim 1 further comprising converting live media streams to non-live media streams.

9. A system for providing media streams, the system comprising:

a first path for receiving live media streams and for providing a live media stream to a client, in response to a request to provide the live media stream to the client; and

a second path operable to retrieve media related information and provide a non-live media stream to a client, in response to a request to provide the non-live media stream to the client.

10. The system of claim 9 wherein the first path comprises a data acquisition unit and a video pump.

11. The system of claim 9 wherein the second path comprises a media server and a media pump being coupled to each other by a bandwidth limited link.

12. The system of claim 9 wherein the media related information comprises portions of the non-media stream.

13. The system of claim 9 wherein the non-live media streams comprise MPEG compliant media stream.

14. The system of claim 9 wherein the non-live media streams comprise trick mode media streams.

15. The system of claim 9 wherein the first path is further operable to provide live media stream, in response to a request to provide a slightly delayed media stream to the client.

16. A system for providing media streams, the system comprising:

an acquisition unit coupled to a media source;

a media storage and management entity;

a video pump interface, coupled to the output of the acquisition unit, to the server and to a command channel, the video pump interface is operable to receive instructions/ requests from an end-user and accordingly to determine whether to feed the video pump with live stream media from the acquisition unit or to initiate a data fetch sequence for fetching data stored in the server, in case where trick modes are required; and

a video pump that is operable to determine which data to fetch from the server and when to transmit it according to MPEG timing.

17. The system of claim 16 wherein the video pump is operable to fetch selected portions of the data stored at the server.

18. The system of claim 16 wherein the video pump is further operable to transmit retrieved data over a network to the end-user.

19. A computer readable medium having code embodied therein for causing an electronic device to perform the steps of:

receiving live media streams at a first path;

providing a live media stream from the first path to a client, in response to a request to provide the live media stream to the client; and

retrieving media related information and providing a non-live media stream from a second path to a client, in response to a request to provide the live media stream to the client.